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Results 1 - 17 of 17 short listing

- 1  Introductory computer science courses a modular design 77%
Ivan M. Rosenberg
The papers of the ACM SIGCSE-SIGCUE technical symposium on
Computer science and education February 1976
This paper proposes a set of assumptions about learning in
general, followed by a set of assumptions concerning ICS courses
in particular. Using these as a foundation, an ICS course content
and structure is developed which clearly shows the relationships
between the various branches of computer science, encourages a
logical presentation, and is modular and hierarchical, permitting
use for a wide variety of audiences and course objectives. Since
content organization is only one aspect of a c ...
- 2  Settings and the setting structure: the description and 77%
automated propagation of networks for perusing videodisk image
states
A. Parkes
ACM SIGIR Forum , Proceedings of the 12th annual international ACM
SIGIR conference on Research and development in information
retrieval May 1989
Volume 23 Issue 1-2
This paper describes a system for formally representing spatial
relationships between videodisc image states called settings. A
number of setting relations are defined, these being based on the
manipulations of the camera typically used in the production of the
moving film: zooming in or out, panning etc.. An algorithm is

presented which, given a limited level of initial specification by a describer, will constrain, where possible, the sett ...

3 Procedural modeling of cities 77%

4 Yoav I. H. Parish , Pascal Müller

Proceedings of the 28th annual conference on Computer graphics and interactive techniques August 2001

Modeling a city poses a number of problems to computer graphics. Every urban area has a transportation network that follows population and environmental influences, and often a superimposed pattern plan. The buildings appearances follow historical, aesthetic and statutory rules. To create a virtual city, a roadmap has to be designed and a large number of buildings need to be generated. We propose a system using a procedural approach based on L-systems to model cities. From various image maps ...

4 IFIP Congress-62, Munich, Germany, August 27-September 1, 77%

4 1962: Abstracts of papers

Communications of the ACM June 1962

Volume 5 Issue 6

5 Partitioning digital worlds: focal and peripheral awareness in 77%

4 multiple monitor use

Jonathan Grudin

Proceedings of the SIGCHI conference on Human factors in computing systems March 2001

Software today does not help us partition our digital worlds effectively. We must organize them ourselves. This field study of users of multiple monitors examines how people with a lot of display space arrange information. Second monitors are generally used for secondary activities related to principal tasks, for peripheral awareness of information that is not the main focus, and for easy access to resources. A second monitor improves efficiency in ways that are difficult to measure yet can ...

6 A multiuser computation facility for education and research 77%

4 Jack B. Dennis

Communications of the ACM September 1964

Volume 7 Issue 9

Present-day computing facilities are limited in their value for scientific research by inability to interact strongly with users. The full power of a research computing instrument should be available at many terminals that give each user the ability to generate, correct and operate any procedure he wishes, either simple or complex. Implementation is described for a small-scale multiuser computer system that permits several users to work independently with the machine, and to obta ...

7 Description of FORMAT, a text-processing program 77%



Gerald M. Berns

Communications of the ACM March 1969

Volume 12 Issue 3

Digital computers are widely used for the processing of information and data of all kinds, including the pictorial information contained in photographs and other graphical representations. Efficient conversion facilities for putting graphical information into the computer and retrieving it in graphical form are therefore much needed. One of the most commonly employed devices for obtaining permanent graphical output from digital computers is the microfilm plotter. Regrettably, present models ...

8 An experimental laboratory for pattern recognition and signal processing 77%



N. M. Herbst , P. M. Will

Communications of the ACM April 1972

Volume 15 Issue 4

An interactive computer-controlled scanning and display system has been in operation at the IBM Thomas J. Watson Research Center for three years. The system includes two flying-spot scanners and a TV camera specially interfaced to a process control digital computer, dot-mode and vector displays, analog input and output facilities, and a variety of other experimental equipment. The system design and programming support are described and typical applications in scanner control, optical charac ...

9 The CRAY-1 computer system 77%



Richard M. Russell

Communications of the ACM January 1978

Volume 21 Issue 1

This paper describes the CRAY-1, discusses the evolution of its architecture, and gives an account of some of the problems that were overcome during its manufacture. The CRAY-1 is the only computer to have been built to date that satisfies ERDA's Class VI

requirement (a computer capable of processing from 20 to 60 million floating point operations per second) [1]. The CRAY-1's Fortran compiler (CFT) is designed to give the scientific user immediate access to the benefi ...

10 Behavioral Aspects of Text Editors 77%

David W. Embley , George Nagy
ACM Computing Surveys (CSUR) January 1981
Volume 13 Issue 1

11 Designing special-purpose input devices 77%

W. Bradford Paley
ACM SIGGRAPH Computer Graphics November 1998
Volume 32 Issue 4
For an increasing number of applications, we may be reaching the point of diminishing returns with general purpose computer input devices, such as the keyboard and mouse. At Digital Image Design Incorporated (DID) we've created special purpose input devices to perform tasks that are commonly addressed with software and general purpose devices alone. These more specific devices have led to significant advantages in accomplishing the tasks, and we've developed an approach to designing these device ...

12 Fragmented interaction: establishing mutual orientation in virtual environments 77%

Jon Hindmarsh , Mike Fraser , Christian Heath , Steve Benford , Chris Greenhalgh
Proceedings of the 1998 ACM conference on Computer supported cooperative work November 1998

13 Practical application of existing hypermedia standards and tools 77%

Lloyd Rutledge , Jacco van Ossenbruggen , Lynda Hardman , Dick C. A. Bulterman
Proceedings of the third ACM conference on Digital libraries May 1998

14 Augmenting and multiplying spaces for creative design 77%


Edmundo P. Leiva-Lobos , Giorgio De Michelis , Eliana Covarrubias
Proceedings of the international ACM SIGGROUP conference on Supporting group work : the integration challenge: the integration challenge November 1997

15 Report on the seventh ACM SIGOPS European workshop: 77%

systems support for worldwide applications

Andrew S. Tanenbaum
ACM SIGOPS Operating Systems Review January 1997
Volume 31 Issue 1

16 As we may think 77%

 Vannevar Bush
interactions March 1996
Volume 3 Issue 2

17 Creation and rendering of realistic trees 77%

 Jason Weber , Joseph Penn
Proceedings of the 22nd annual conference on Computer graphics and
interactive techniques September 1995

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